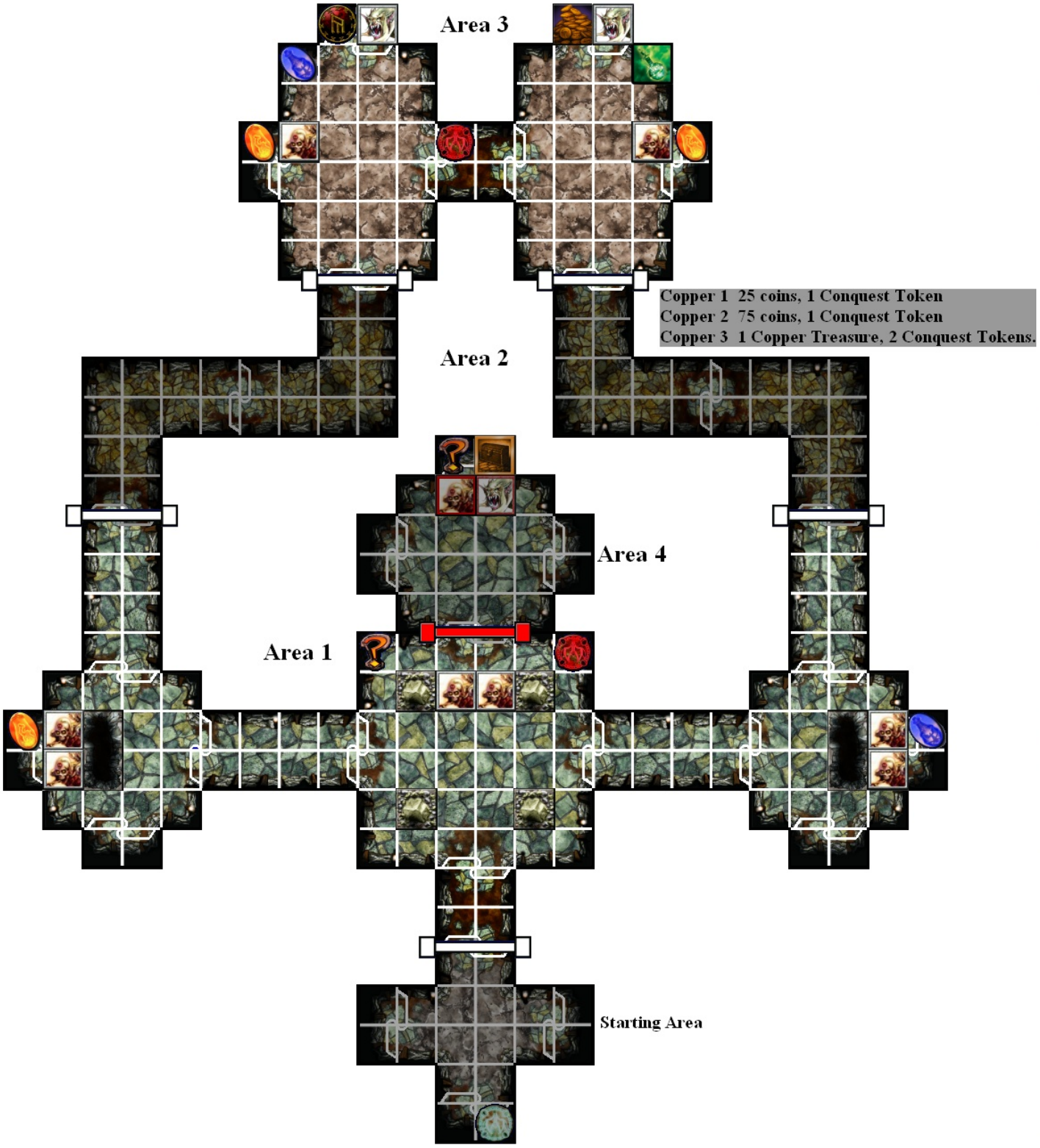

Copper 1 25 coins, 1 Conquest Token
Copper 2 75 coins, 1 Conquest Token
Copper 3 1 Copper Treasure, 2 Conquest Tokens.

Fan Created Scenario.
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Journey Home, Part Two

By Makabriel

Scenario Background

You breathe in the fresh air as you leave the cave. All around you is deep forest. A well worn path leads from the cave and seeing no other alternative, you follow it. After a couple of hours of quiet walking you hear shouting. Up ahead you see two cloaked figures forcefully leading a struggling woman into an old church. Drawing your meager weapons you make chase.

Mission Goals

Rescue the woman from the church.

The OL starts out with a limited deck in this quest. Pick 5 non expansion spawn cards. Which cards the OL picks does not matter (see below). Pick all non chest traps. Pick all event cards. Remove any expansion cards (any cards with a symbol in the top right corner). The deck should have 23 cards. The OL starts the game with 3 cards. At the beginning of his turn he draws only ONE card. If the card he picks is a Spawn card, the OL may use that card to spawn in either 2 normal Beastmen, or 2 normal Skeletons at a cost of 5 threat. Follow the standard spawning rules He may discard the card for 2 threat.

Starting Area

Floorboards creak as you enter the foyer of the broken down church. Whatever sanctified this ground long ago has fled, and you only feel a cold aura of dread as you approach the closed door.

Area 1

This looks to be the main area for holding service in the church. Pews and tables are strewn around the room, broken or totally destroyed. Four large pillars hold up the crumbling ceiling. Through the gloom you see a heavy door guarded by two skeletons. You hear more in other rooms, preparing for your arival.

If players search the ?

The players find a Walking Stick, A Bow and a set of Leather Armor and a Rune of Immolation. Let them distribute and equip as they see fit.

Area 2

The floors here are warped an mildewed, your first step nearly causes you to fall through. Above you the ceiling seems ready to fall through and collapse apon you. You should probably take it slow through here.

If the players spend more than 3 MP on movement in either hallway, they risk falling or being struck by debris. For every MP they spend past 3 on movement, roll a Power Die.

On a blank, the Hero is caught in a Pit. They take 2 falling damage and a pit space is put under them.
On a surge, the Hero is struck by falling debris. They take 2 damage and a rubble token is placed in the space they occupied. The hero moves to an ajacent space of his choosing.

If you risk blocking a hallway by rubble, the hero falls into a pit instead.

Area 3

The back of the church has been turned into a makeshift camp. Two lone beastmen give the risen dead anxious looks as they move around the room. The door opening alerts them and they prepare to do battle.

Area 4

This preperation room once used by holy men has been cleared out. Tied to a chair, a woman curses at a brawny looking beastman. Beside him, a ghastly look skeleton turns as you enter and raises his bow.

Place one of the female hero figures in place of the question mark in the corner. Once they defeat the two bosses, read below.

Thank you for your assistance. I haven't seen you around town, so you must be new arrivals. Please, come with me and we will get you settled and explain what is going on. Maybe you can help us find our way back to our own realms.

As reward for completing the quest, raise the Hero's conquest up to its minimum if it is below such. Allow the heroes to open the copper treasure chest before ending the quest if they have not already done so.

Fan Created Scenario.
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